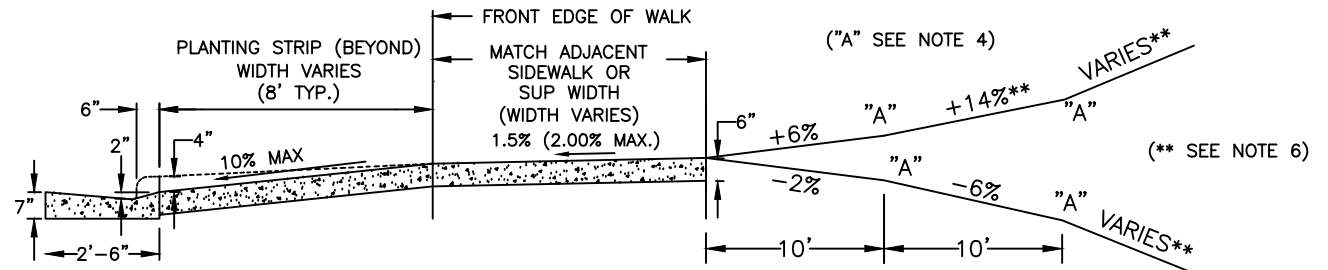
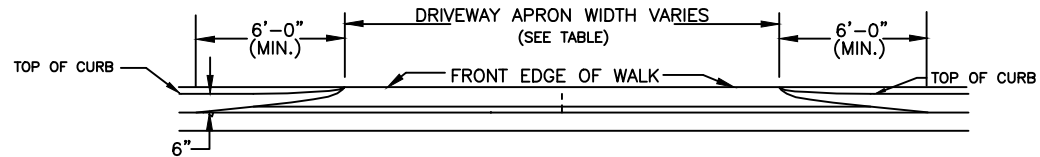
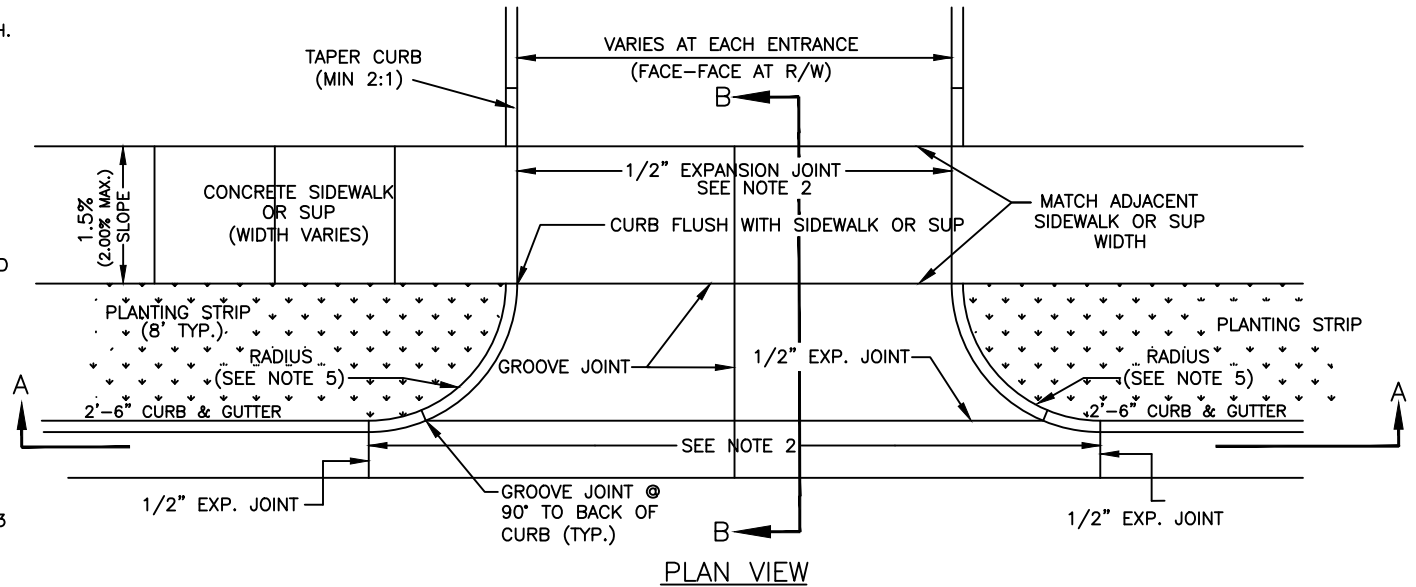


NOTES:

1. ALL CONCRETE TO BE 3600 P.S.I. COMPRESSIVE STRENGTH.
2. AT ALL DRIVEWAYS, SIDEWALKS TO BE REMOVED TO THE NEAREST JOINT BEYOND NEW CONSTRUCTION OR CUT WITH A SAW AND REMOVED. SAW CUT OR JOINT TO BE PERPENDICULAR TO EDGE OF EXISTING PAVEMENT. SEE CLDSM STD. #10.17 FOR JOINT DETAIL. PAY LIMITS FOR WORK DONE UNDER CITY OF CHARLOTTE CONTRACTS ARE FROM EXPANSION JOINT TO EXPANSION JOINT, FROM LIP OF CURB TO BACK OF SIDEWALK.
3. ALL DRIVEWAYS MUST MEET THE CURRENT CITY DRIVEWAY REGULATIONS AND NCDOT REQUIREMENTS FOR SPACING, SIGHT DISTANCE, AND OFFSETS FROM PROPERTY LINES AND INTERSECTIONS.
4. ALGEBRAIC DIFFERENCE IN GRADE ("A") BETWEEN SLOPES SHALL BE 8% OR LESS.
5. RADII MUST BE MINIMUM 8 FEET OR THE WIDTH OF THE PLANTING STRIP, WHICHEVER IS GREATER. RADII GREATER THAN THESE MINIMUMS MAY BE REQUIRED BY CDOT ON A CASE-BY-CASE BASIS. FOR RADII GREATER THAN 8 FEET, THE RADII ARE TO CONTINUE AS A BAND AT-GRADE THROUGH THE SIDEWALK.
6. PER NC IFC SECTION D103.2, FIRE APPARATUS ACCESS ROADS SHALL NOT EXCEED 10 PERCENT IN GRADE.
7. PAVERS USED IN DRIVEWAY MUST HAVE A THICKNESS OF 3 INCHES.
8. JOINT MATERIAL SHOULD BE PLACED FLUSH WITH CONCRETE.
9. THE DRIVEWAY MUST RISE 6" FROM THE GUTTER LINE TO PREVENT RUNOFF FROM ENTERING DRIVEWAY.
10. FOR STREETS WITH 2'-0" VALLEY GUTTER, PROVIDE TRANSITION ON EACH SIDE OF DRIVEWAY APRON FROM VALLEY GUTTER TO 2'-6" STANDARD CURB AND GUTTER USING CLDSM STD. DETAIL #10.19.
11. DRIVEWAY APRON MUST BE ASPHALT OR CONCRETE EXTENDED FROM EXISTING ROADWAY EDGE OF PAVEMENT TO THE RIGHT-OF-WAY LINE, OR BACK OF SIDEWALK, WHICHEVER IS GREATER.



DRIVEWAY APRON DIMENSIONS		
OPERATION/RADIUS	MINIMUM	MAXIMUM
ONE-WAY WITH 6-12 FT. RADII	20'	30'
ONE-WAY WITH 13+ FT. RADII	15'	25'
TWO-WAY WITH 6-12 FT. RADII	26'	50'
TWO-WAY WITH 13+ FT. RADII	22'	40'

NOT TO SCALE



CITY OF CHARLOTTE
LAND DEVELOPMENT STANDARDS
INCLUDES CHARLOTTE ETJ

TYPE II-MODIFIED DRIVEWAY DETAIL WITH
WIDE PLANTING STRIP AND STANDARD CURB

STD. NO.	REV.
10.25E	25